

Gutenberg Thesis imagining and seeing it like Yanis Varoufakis

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- I. Firstly - Creative Economics, Game Theory and Lines - How do I Articulate the complexity of the process - like a story then which though is Articulating it like a Game Nonetheless

Now I imagine Varoufakis argues - this is complex stuff - like a game in fact which EU is running with the Empty Formalism of a Fiscal Budget which then plans Government and Economics as a Unique Formalism - it means then games are about the creative game of let's say Public Sector Games which are about the car beating the normal performance of a car into speed cars which earn a trillion on a budget expenditure which then is the plan of the game which wins like a university and city architecture which is speeding into the expenditure creating a revenue which makes it win - in the notional sense then which then becomes creative lines by EU which then produces dynamics around this game.

- II. India is a Complex Architecture of finally A Game Well Played like a Speed which is Need for Speed

In fact see it like a car racing with another car and that is competition and correctness which adds an Americanised car following crowd with cultural capitalism going on in the whole tournament or game.

- III. What happens actually in Games - From Keynesian Godard to Today

Games actually compete and out-compete without a government plan which is unique - which also means without Sirohi - Varoufakis' daughter argues - the architecture is brilliant but in fact going into crisis because it has no plan which is unique - which means in fact like a random car race.